

# Bandit's Knife

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Knife.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Bandit's%20Knife>

“ This wide single-edged shortsword is the favorite of lowly thieves and bandits. Primarily a slicing weapon, but highly effective when used for critical hits, such as after parrying or from behind.

## Availability

## Starting weapon of the Thief class

Drop from Undead Assassins (2% drop rate)

## General Information

Bleed buildup is 33 per strike and it deals 30% HP.

This weapon had the highest Critical Modifier before the release of the DLC, with the DLC, the Dark Silver Tracer has the highest Critical Modifier at 400.

The weapon's name changes to "X Knife" after any non-normal upgrade. ("X" is replaced with the weapon's upgrade path)

| Image | Name | Damag<br>e | Critical | Durabil<br>ity | Weight | Stats<br>Neede<br>d<br>Stat<br>Bonuse<br>s | Damag<br>e<br>Reduct<br>ion % | Stabilit<br>y | Aux<br>Effects | Frampt<br>Souls |
|-------|------|------------|----------|----------------|--------|--|-------------------------------|---------------|----------------|-----------------|
|-------|------|------------|----------|----------------|--------|--|-------------------------------|---------------|----------------|-----------------|

|   |                |  |     |     |     |  |             |    |           |    |
|---|----------------|--|-----|-----|-----|--|-------------|----|-----------|----|
|  | Bandit's Knife | 56/0/0/0<br><br>Bleed 300<br><br>(Slash) | 147 | 200 | 1.0 | 6 <sup>1</sup><br>/12/0/0<br><br>E/B/-/- | 45/10/30/30 | 26 | 300/0/-/- | 50 |
|---|----------------|--|-----|-----|-----|--|-------------|----|-----------|----|

# Move Set

| 1 Handed             |   |                            |
|----------------------|---|----------------------------|
| R1 — R1              | Right-to-left swipe into left-to-right swipe.             |                            |
| R2 — R2              | Heavy right-to-left swipe into heavy left-to-right swipe. |                            |
| Roll — R1            | Forward stab.   |                            |
| Backstep or Run — R1 | Forward stab.   |                            |
| Forward + R1         | Kick.   | Useful for breaking guard. |
| Forward + R2         | Jumping thrust attack.                                    |                            |
| L1 (left hand)       | Horizontal swipe.   |                            |
| L2 (left hand)       | Parry.  |                            |

| 2 Handed             |   |                            |
|----------------------|---|----------------------------|
| R1 — R1              | Downward slash into left-to-right slash.                  |                            |
| R2 — R2              | Heavy right-to-left swipe into heavy left-to-right swipe. |                            |
| Roll — R1            | Forward stab.   |                            |
| Backstep or Run — R1 | Downward slash.   |                            |
| Forward + R1         | Kick.   | Useful for breaking guard. |
| Forward + R2         | Jumping thrust attack.                                    |                            |
| L1 or L2             | Guard.  |                            |

- Strong attacks (1-handed & 2-handed) are replaced by a heavy right-to-left swipe into a heavy left-to-right swipe.

# Upgrades

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## Basic

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Standard upgrade path.

Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

13% STR, 85% DEX scaling.

| Name               | Damage    | Stat Bonuses | Shard | L. Shard | Chunk | Slab | Souls |
|--------------------|-----------|--------------|-------|----------|-------|------|-------|
| Bandit's Knife +0  | 56/0/0/0  | E/B/-/-      |       |          |       |      |       |
| Bandit's Knife +1  | 61/0/0/0  | E/B/-/-      | 1     |          |       |      | 100   |
| Bandit's Knife +2  | 67/0/0/0  | E/B/-/-      | 1     |          |       |      | 100   |
| Bandit's Knife +3  | 72/0/0/0  | E/B/-/-      | 2     |          |       |      | 100   |
| Bandit's Knife +4  | 78/0/0/0  | E/B/-/-      | 2     |          |       |      | 100   |
| Bandit's Knife +5  | 84/0/0/0  | E/B/-/-      | 3     |          |       |      | 100   |
| Bandit's Knife +6  | 89/0/0/0  | E/B/-/-      |       | 1        |       |      | 100   |
| Bandit's Knife +7  | 95/0/0/0  | E/B/-/-      |       | 1        |       |      | 100   |
| Bandit's Knife +8  | 100/0/0/0 | E/B/-/-      |       | 2        |       |      | 100   |
| Bandit's Knife +9  | 106/0/0/0 | E/B/-/-      |       | 2        |       |      | 100   |
| Bandit's Knife +10 | 112/0/0/0 | E/B/-/-      |       | 3        |       |      | 100   |
| Bandit's Knife +11 | 117/0/0/0 | E/B/-/-      |       |          | 1     |      | 100   |
| Bandit's Knife +12 | 123/0/0/0 | E/B/-/-      |       |          | 1     |      | 100   |
| Bandit's Knife +13 | 128/0/0/0 | E/B/-/-      |       |          | 2     |      | 100   |
| Bandit's Knife +14 | 134/0/0/0 | E/A/-/-      |       |          | 3     |      | 100   |
| Bandit's Knife +15 | 140/0/0/0 | E/A/-/-      |       |          |       | 1    | 100   |

# Raw

Base damage increased. Stat bonuses reduced.  
Requires:

- Bandit's Knife +5
- Titanite

Ascended by Andre of Astora with Large Ember.

10% STR, 64% DEX scaling.

| Name         | Damage    | Stat Bonuses | L. Shard | Souls |
|--------------|-----------|--------------|----------|-------|
| Raw Knife +0 | 96/0/0/0  | E/C/-/-      | 1        | 100   |
| Raw Knife +1 | 102/0/0/0 | E/C/-/-      | 1        | 100   |
| Raw Knife +2 | 108/0/0/0 | E/C/-/-      | 1        | 100   |
| Raw Knife +3 | 115/0/0/0 | E/C/-/-      | 2        | 100   |
| Raw Knife +4 | 121/0/0/0 | E/C/-/-      | 2        | 100   |
| Raw Knife +5 | 128/0/0/0 | E/C/-/-      | 3        | 100   |

## Crystal

Bandit's Knife durability reduced to **20**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires:

- Bandit's Knife +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

13% STR, 85% DEX scaling.

| Name             | Damage    | Stat Bonuses | Chunk | Slab | Souls |
|------------------|-----------|--------------|-------|------|-------|
| Crystal Knife +0 | 123/0/0/0 | E/B/-/-      | 1     |      | 100   |
| Crystal Knife +1 | 128/0/0/0 | E/B/-/-      | 1     |      | 100   |
| Crystal Knife +2 | 134/0/0/0 | E/B/-/-      | 1     |      | 100   |
| Crystal Knife +3 | 140/0/0/0 | E/B/-/-      | 2     |      | 100   |
| Crystal Knife +4 | 145/0/0/0 | E/A/-/-      | 3     |      | 100   |
| Crystal Knife +5 | 151/0/0/0 | E/A/-/-      |       | 1    | 100   |

## Lightning

Adds lightning damage. All stat bonuses removed.

Requires:

- Bandit's Knife +10
- Titanite

Ascended by the Giant Blacksmith.

| Name               | Damage      | Stat Bonuses | Damage Reduction | Chunk | Slab | Souls |
|--------------------|-------------|--------------|------------------|-------|------|-------|
| Lightning Knife +0 | 100/0/0/100 | -/-/-        | 45/10/30/30      | 1     |      | 100   |
| Lightning Knife +1 | 108/0/0/108 | -/-/-        | 45/10/30/32.4    | 1     |      | 100   |
| Lightning Knife +2 | 116/0/0/116 | -/-/-        | 45/10/30/34.8    | 1     |      | 100   |
| Lightning Knife +3 | 124/0/0/124 | -/-/-        | 45/10/30/37.2    | 2     |      | 100   |
| Lightning Knife +4 | 132/0/0/132 | -/-/-        | 45/10/30/39.6    | 3     |      | 100   |
| Lightning Knife +5 | 140/0/0/140 | -/-/-        | 45/10/30/42      |       | 1    | 100   |

## Magic

Adds magic damage. Moderate damage bonus from intelligence.  
Requires:

- Bandit's Knife +5
- Green Titanite

Blue Titanite  
Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

4% STR, 24% DEX, 71% INT scaling.

| Name            | Damage      | Stat Bonuses | Green Titanite Shard | Blue Titanite Chunk | Blue Titanite Slab | Souls |
|-----------------|-------------|--------------|----------------------|---------------------|--------------------|-------|
| Magic Knife +0  | 63/69/0/0   | E/D/C/-      | 1                    |                     |                    | 100   |
| Magic Knife +1  | 67/73/0/0   | E/D/C/-      | 1                    |                     |                    | 100   |
| Magic Knife +2  | 71/78/0/0   | E/D/C/-      | 1                    |                     |                    | 100   |
| Magic Knife +3  | 75/82/0/0   | E/D/C/-      | 2                    |                     |                    | 100   |
| Magic Knife +4  | 79/87/0/0   | E/D/C/-      | 2                    |                     |                    | 100   |
| Magic Knife +5  | 84/92/0/0   | E/D/B/-      | 3                    |                     |                    | 100   |
| Magic Knife +6  | 88/96/0/0   | E/D/B/-      |                      | 1                   |                    | 100   |
| Magic Knife +7  | 92/101/0/0  | E/D/B/-      |                      | 1                   |                    | 100   |
| Magic Knife +8  | 96/105/0/0  | E/D/B/-      |                      | 2                   |                    | 100   |
| Magic Knife +9  | 100/110/0/0 | E/D/B/-      |                      | 2                   |                    | 100   |
| Magic Knife +10 | 105/115/0/0 | E/D/B/-      |                      |                     | 1                  | 100   |

# Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.  
Requires:

- Magic Knife +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

3% STR, 17% DEX, 69% INT scaling. Unknown additional amount of INT scaling.

| Name               | Damage      | Stat Bonuses | Blue Titanite<br>Chunk | Blue Titanite Slab | Souls |
|--------------------|-------------|--------------|------------------------|--------------------|-------|
| Enchanted Knife +0 | 84/90/0/0   | E/E/C/-      | 1                      |                    | 100   |
| Enchanted Knife +1 | 87/92/0/0   | E/E/C/-      | 1                      |                    | 100   |
| Enchanted Knife +2 | 90/95/0/0   | E/E/C/-      | 1                      |                    | 100   |
| Enchanted Knife +3 | 94/98/0/0   | E/E/C/-      | 2                      |                    | 100   |
| Enchanted Knife +4 | 97/100/0/0  | E/E/B/-      | 3                      |                    | 100   |
| Enchanted Knife +5 | 100/104/0/0 | E/E/B/-      |                        | 1                  | 100   |

# Divine

Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.

Requires:

- Bandit's Knife +10
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

5% STR, 33% DEX, 70% FAI scaling.

| Name             | Damage     | Stat Bonuses | Aux Effects | Green Titanite Shard | White Titanite Chunk | White Titanite Slab | Souls |
|------------------|------------|--------------|-------------|----------------------|----------------------|---------------------|-------|
| Divine Knife +0  | 57/69/0/0  | E/D/-/C      | 0/0/110/-   | 1                    |                      |                     | 100   |
| Divine Knife +1  | 60/73/0/0  | E/D/-/C      | 0/0/110/-   | 1                    |                      |                     | 100   |
| Divine Knife +2  | 64/78/0/0  | E/D/-/C      | 0/0/110/-   | 1                    |                      |                     | 100   |
| Divine Knife +3  | 68/82/0/0  | E/D/-/C      | 0/0/110/-   | 2                    |                      |                     | 100   |
| Divine Knife +4  | 72/87/0/0  | E/D/-/C      | 0/0/110/-   | 2                    |                      |                     | 100   |
| Divine Knife +5  | 76/92/0/0  | E/D/-/C      | 0/0/110/-   | 3                    |                      |                     | 100   |
| Divine Knife +6  | 79/96/0/0  | E/D/-/B      | 0/0/110/-   |                      | 1                    |                     | 100   |
| Divine Knife +7  | 83/101/0/0 | E/D/-/B      | 0/0/110/-   |                      | 1                    |                     | 100   |
| Divine Knife +8  | 87/105/0/0 | E/D/-/B      | 0/0/110/-   |                      | 2                    |                     | 100   |
| Divine Knife +9  | 91/110/0/0 | E/D/-/B      | 0/0/110/-   |                      | 3                    |                     | 100   |
| Divine Knife +10 | 95/115/0/0 | E/D/-/B      | 0/0/110/-   |                      |                      | 1                   | 100   |

## Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.

Requires:

- Divine Knife +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

5% STR, 31% DEX, 82% FAI scaling.



| Name            | Damage      | Stat Bonuses | Aux Effects | White Titanite Chunk | White Titanite Slab | Souls |
|-----------------|-------------|--------------|-------------|----------------------|---------------------|-------|
| Occult Knife +0 | 76/84/0/30  | E/D/-/B      | 0/0/-/110   | 1                    |                     | 100   |
| Occult Knife +1 | 80/88/0/30  | E/D/-/B      | 0/0/-/110   | 1                    |                     | 100   |
| Occult Knife +2 | 85/92/0/30  | E/D/-/B      | 0/0/-/110   | 1                    |                     | 100   |
| Occult Knife +3 | 89/96/0/30  | E/D/-/B      | 0/0/-/110   | 2                    |                     | 100   |
| Occult Knife +4 | 94/100/0/30 | E/D/-/B      | 0/0/-/110   | 3                    |                     | 100   |
| Occult Knife +5 | 98/105/0/30 | E/D/-/B      | 0/0/-/110   |                      | 1                   | 100   |

## Fire

Fire damage added. All stat bonuses removed.

Requires:

- Bandit's Knife +5
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

| Name           | Damage      | Stat Bonuses | Damage Reduction | Green Titanite Shard | Red Titanite Chunk | Red Titanite Slab | Souls |
|----------------|-------------|--------------|------------------|----------------------|--------------------|-------------------|-------|
| Fire Knife +0  | 72/0/72/0   | -/-/-        | 45/10/30/30      | 1                    |                    |                   | 100   |
| Fire Knife +1  | 78/0/78/0   | -/-/-        | 45/10/30.3/30    | 1                    |                    |                   | 100   |
| Fire Knife +2  | 84/0/84/0   | -/-/-        | 45/10/30.6/30    | 1                    |                    |                   | 100   |
| Fire Knife +3  | 89/0/89/0   | -/-/-        | 45/10/30.9/30    | 2                    |                    |                   | 100   |
| Fire Knife +4  | 95/0/95/0   | -/-/-        | 45/10/31.2/30    | 2                    |                    |                   | 100   |
| Fire Knife +5  | 100/0/100/0 | -/-/-        | 45/10/31.5/30    | 3                    |                    |                   | 100   |
| Fire Knife +6  | 107/0/107/0 | -/-/-        | 45/10/31.8/30    |                      | 1                  |                   | 100   |
| Fire Knife +7  | 114/0/114/0 | -/-/-        | 45/10/32.1/30    |                      | 1                  |                   | 100   |
| Fire Knife +8  | 120/0/120/0 | -/-/-        | 45/10/32.4/30    |                      | 2                  |                   | 100   |
| Fire Knife +9  | 127/0/127/0 | -/-/-        | 45/10/32.7/30    |                      | 3                  |                   | 100   |
| Fire Knife +10 | 134/0/134/0 | -/-/-        | 45/10/33/30      |                      |                    | 1                 | 100   |

## Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.

Requires:

- Fire Knife +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

| Name           | Damage      | Stat Bonuses | Damage Reduction | Red Titanite Chunk | Red Titanite Slab | Souls |
|----------------|-------------|--------------|------------------|--------------------|-------------------|-------|
| Chaos Knife +0 | 88/0/102/0  | -/-/-        | 45/10/30/30      | 1                  |                   | 100   |
| Chaos Knife +1 | 93/0/108/0  | -/-/-        | 45/10/30.6/30    | 1                  |                   | 100   |
| Chaos Knife +2 | 98/0/114/0  | -/-/-        | 45/10/31.2/30    | 1                  |                   | 100   |
| Chaos Knife +3 | 102/0/119/0 | -/-/-        | 45/10/31.8/30    | 2                  |                   | 100   |
| Chaos Knife +4 | 107/0/125/0 | -/-/-        | 45/10/32.4/30    | 3                  |                   | 100   |
| Chaos Knife +5 | 112/0/131/0 | -/-/-        | 45/10/33/30      |                    | 1                 | 100   |

# Key

|                    |   |
|--------------------|---|
| <b>Damage:</b>     | <p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Normal</li><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different types of damage types.</p> |
| <b>Critical:</b>   | <p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>   |
| <b>Durability:</b> | <p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>   |

|                            |   |
|----------------------------|---|
| <b>Weight:</b>             | The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.  |
| <b>Stats Needed:</b>       | <p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is the Strength required</li><li>• X is the Dexterity required</li><li>• Y is the Intelligence required</li><li>• Z is the Faith required</li></ul> <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.</p> <p>(18 x 1.5 = 27)</p> |
| <b>Damage Reduction %:</b> | <p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is the Physical Damage Reduction</li><li>• X is the Magical Damage Reduction</li><li>• Y is the Fire Damage Reduction</li><li>• Z is the Lightning Damage Reduction</li></ul>   |
| <b>Stability:</b>          | The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.   |
| <b>Frampt Souls:</b>       | This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.  |

## Footnotes

1. When two-handing this weapon, only 4 Strength is required.